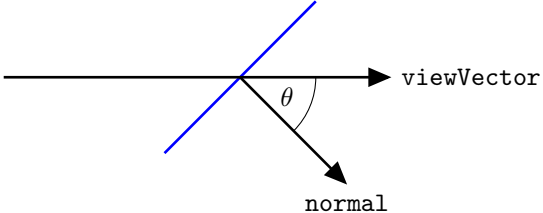




position



position + offset



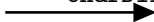
direction



offset



charDirection



position